Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD MR 1623 -538 Effective October 1, 2003 CLAIMS AS FILED - PART I **SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [OR SMALL ENTITY **TOTAL CLAIMS** 9 RATE FEE RATE FEE BASIC FEE **FOR** NUMBER FILED NUMBER EXTRA 385.00 BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS O minus 20= XS 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT: "" +145= +290= OR If the difference in column 1 is less than zero, enter "0" in column 2-TOTAL TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY SMALL ENTITY OR (Column 1) (Column 3) (Column 2) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE RATE TIONAL AMENDMENT **AFTER PREVIOUSLY** EXTRA FEE FEE AMENDMENT PAID FOR Total Minus X\$ 9= X\$18= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI- $\boldsymbol{\omega}$ REMAINING NUMBER PRESENT RATE TIONAL TIONAL ENT RATE AFTER **PREVIOUSLY FXTRA** FEE **AMENDMENT** PAID FOR FEE IENDME **Total** Minus X\$ 9= X\$18= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** TIONAL TIONAL AMENDMENT **AFTER** PREVIOUSLY RATE RATE **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$18= X\$ 9= OR Independent Minus *** X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

"If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

+290=

TOTAL

OR

OR

+145=

ADDIT. FEE

TOTAL